

# Fluttering Fun, Point of Balance

#### **LESSON THEME**

To learn an object's center of gravity and how it can be changed.

## **OBJECTIVES**

The students will:

- investigate the concept of center of gravity
- determine the center of gravity of a two-dimensional object by balancing it on the top of a pencil
- change the center of gravity of a twodimensional object by adding paper clips and balancing it on the top of a pencil

# NASA SUMMER OF INNOVATION

UNIT

Physical Science - Aeronautics

**GRADE LEVELS** 

 $4^{th}-6^{th}$ 

**CONNECTION TO CURRICULUM** 

Science, Mathematics, and Technology

**TEACHER PREPARATION TIME** 

1 hour

**LESSON TIME NEEDED** 

1 hour Complexity: Basic

# **NATIONAL STANDARDS**

# **National Science Education Standards (NSTA)**

Science as Inquiry

- Understanding of scientific concepts
- An appreciation of 'how we know' what we know in science
- Understanding of the nature of science
- Skills necessary to become independent inquirers about the natural world
- The dispositions to use the skills, abilities, and attitudes associated with science

Physical Science Standards

- Motions and forces
- Transfer of energy

Science and Technology Standards

- Abilities of technological design
- Understanding about science and technology

History and Nature of Science Standards

Science as a human endeavor

# **Common Core State Standards for Mathematics (NCTM)**

Operations and Algebraic Thinking

- Use the four operations with whole numbers to solve problems
- Generate and analyze patterns

Operations and Algebraic Thinking

- Analyze patterns and relationships
- Write and interpret numerical expressions
- Analyze patterns and relationships

## **ISTE NETS and Performance Indicators for Students (ISTE)**

Creativity and Innovation

create original works as a means of personal or group expression

- use models and simulations to explore complex systems and issues Communication and Collaboration
- contribute to project teams to produce original works or solve problems Research and Information Fluency
- plan strategies to guide inquiry
- process data and report results

Critical Thinking, Problem Solving, and Decision Making

- identify and define authentic problems and significant questions for investigation
- plan and manage activities to develop a solution or complete a project
- collect and analyze data to identify solutions and/or make informed decisions

# **Technology Operations and Concepts**

- understand and use technology systems
- select and use applications effectively and productively
- · troubleshoot systems and applications

#### MANAGEMENT

There is no student data sheet. This activity does not use the scientific method, but employs trial and error. It could be improved by using strategies and simple mechanical ways (the strategies and techniques listed in finding the center of gravity using rulers and plumb lines). A student data table should list independent variables and the dependent variable, and contain a table for data collection.

# CONTENT RESEARCH

# **Key Concepts**

- Center of Gravity The point in an object about which the object's weight is centered.
- Weight and Balance: A term referring to the distribution of weight in an aircraft and the location of its
  center of gravity. The center of gravity is the point where the weight is balanced. Proper weight and
  balance are essential for the safe operation of an aircraft.
- Center of Pressure: (the other "center") The point on the surface of an object about which the object's surface area is centered. Half of the total air pressure is on one side of the point and half on the other.

#### **LESSON ACTIVITIES**

Determine the Center of Gravity for the butterfly pattern. http://scifiles.larc.nasa.gov/docs/guides/guide4 00.pdf

#### **ADDITIONAL RESOURCES**

Exploring the Extreme Educator Guide

http://www.nasa.gov/audience/foreducators/topnav/materials/listbytype/Exploring.the.Extreme.Guide.html

- Finding the Center of Gravity Using Rulers (K 4)
- Finding the Center of Gravity Using Plumb Lines (K 4)
- Changing the Center of Gravity Using Moment Arms (K 4)
- Center of Gravity, Pitch, Yaw (5 8)

#### **DISCUSSION QUESTIONS**

What is the center of gravity? The center of gravity is the point where the weight is balanced. Point through which the force of gravity acts and about which the airplane is balanced.

How can you determine the center of gravity of a two-dimensional object? *Move the object around until it balances on the top of the pencil.* 

How you change the center of gravity of a two-dimensional object? Add paper clips and then move the object around until it balances on top of the pencil.

# **MATERIALS**

- Butterfly pattern
- Construction paper
- Pencil with a flat eraser
- Modeling clay
- Scissors
- Paper clips
- Science journal

## **ASSESSMENT ACTIVITIES**

- Different animal and aircraft shapes to determine center of gravity.
- Add paper clips to change the center of gravity in the different animal and aircraft shapes to determine the change in the center of gravity.

# **ENRICHMENT**

- Use thicker paper or cardboard and see how it affects the center of gravity.
- Dangle the paper clips from the wings instead of attaching them firmly.
- Explore other techniques for determining the center of gravity.
  - o Rulers
  - o Plumb Lines
- Explore other techniques for changing the center of gravity.
  - Moment Arms